

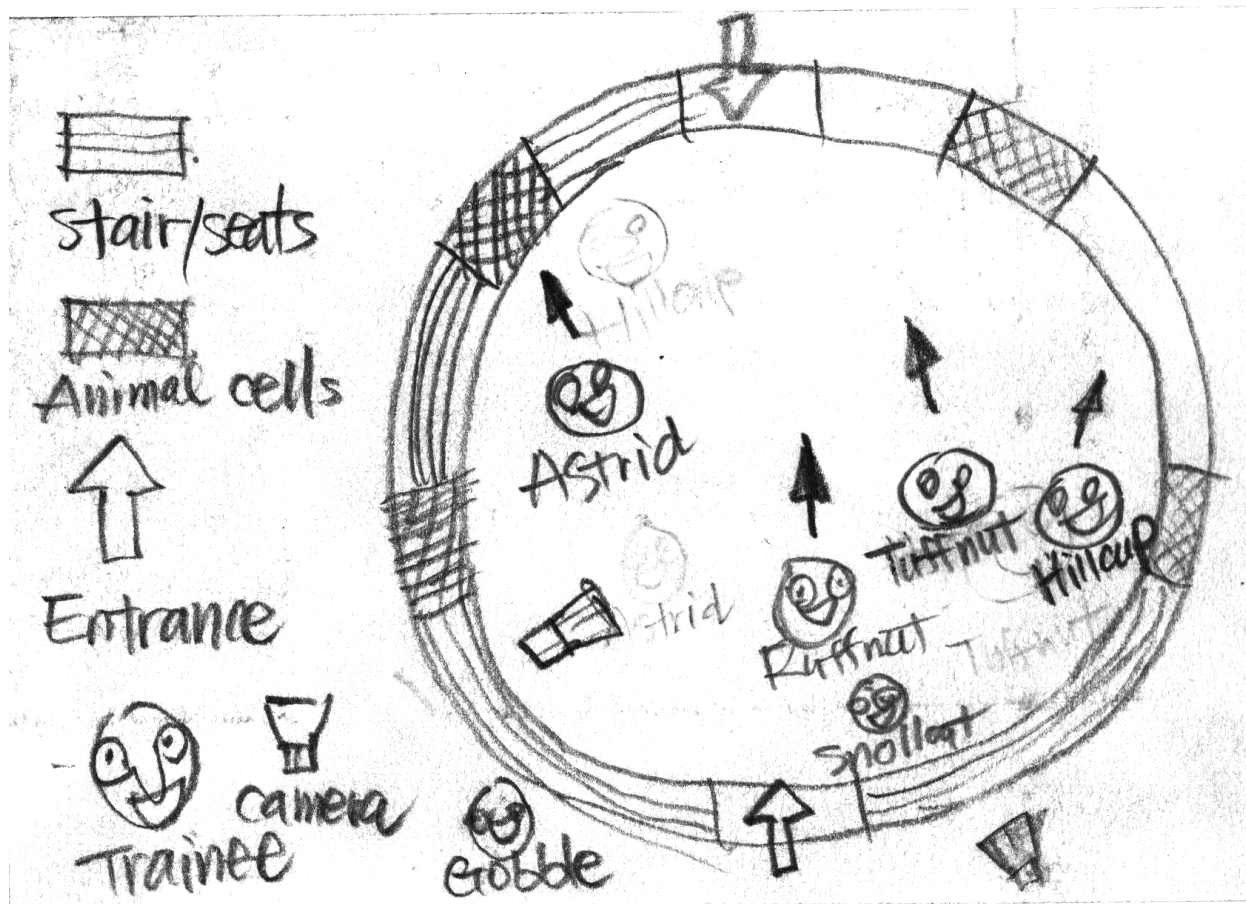
How to Train Your Dragon Storyboard (Second Version)

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Thumbnails for Characters

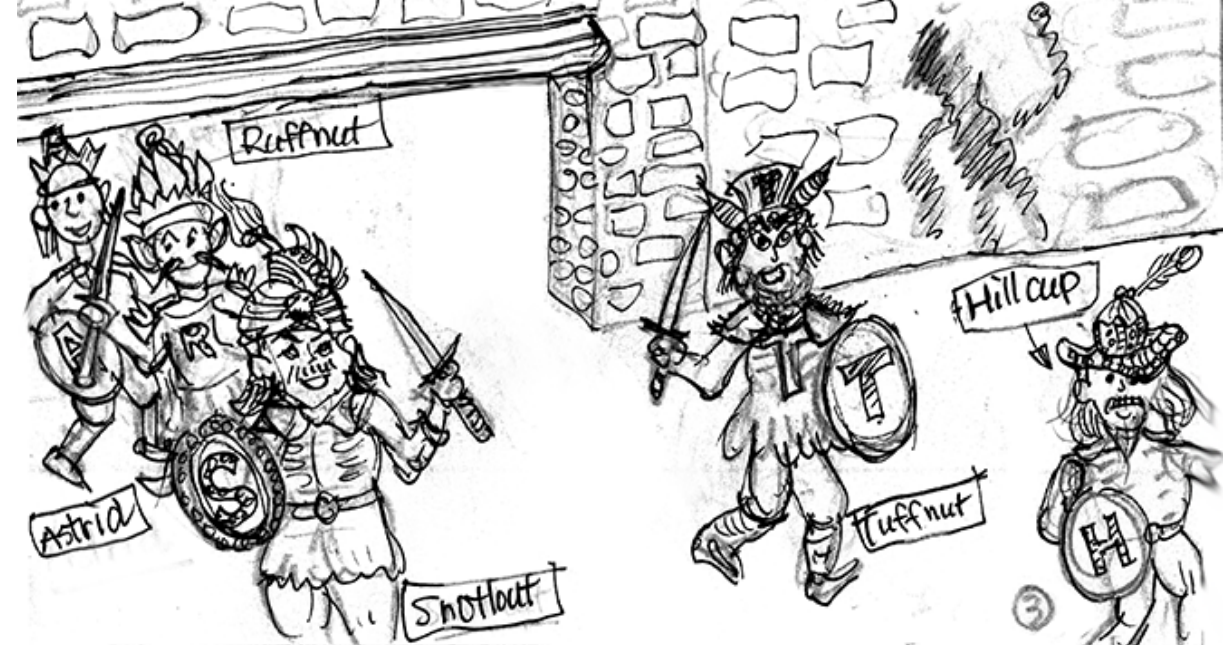


Scene No. 1 Layout




Scene layout (draft)


Panel No. 3

Scene No: 1	Shot No: 3	Shot Type: Full shot, cut in	Duration: 3 seconds	Camera Angle: High angle	Camera Movement: Cut-in
					
Script: The recruits file through the gate, and out onto the arena floor. They take it in like gladiators entering the colosseum.			Dialog: N/A		
Action: N/A			Other Notes: N/A		


Panel No. 4

Scene No: 1	Shot No: 4	Shot Type: Close up	Duration: 3 seconds	Camera Angle: Eye level	Camera Movement: Panning
					
Script: The walls are covered in scorched silhouettes of blasted Vikings. It's a grim yet awe-inspiring place.			Dialog: N/A		
Action: N/A			Other Notes: N/A		


Panel No. 5

Scene No: 1	Shot No: 5	Shot Type: Medium close up	Duration: 3 seconds	Camera Angle: Eye level	Camera Movement: Zooming
					
Script: Astrid orders the trainees to move forward, at the sight of the awe-inspiring scorched silhouettes of blasted Vikings on the wall.			Dialog: ASTRID: "No turning back." TUFFNUT: "I hope I get some serious burns." RUFFNUT: "I'm hoping for some mauling, like on my shoulder or lower back."		
Action: Fire flashes in the background and on the shoulders of Tuffnut; a pointed wedge hits Ruffnut.			Other Notes: N/A		


Panel No. 6

Scene No: 1	Shot No: 6	Shot Type: Medium close up	Duration: 3 seconds	Camera Angle: Eye level	Camera Movement: N/A
					
Script: Astrid makes a jock with Ruffnut.			Dialog: ASTRID: "Yeah, it's only fun if you get a scar out of it."		
Action: Ghost fire and smoke in the background.			Other Notes: N/A		


Panel No. 7

Scene No: 1	Shot No: 7	Shot Type: Medium shot	Duration: 3 seconds	Camera Angle: Eye level	Camera Movement: Panning
					
Script: Hiccup talks jokingly to the recruits; the recruits turn to see Hiccup behind them. Groans all around.			Dialog: HICCUP (O.S.): "Yeah, no kidding, right? Pain. Love it."		
Action: N/A			Other Notes: N/A		


Panel No. 8

Scene No: 1	Shot No: 8	Shot Type: Close up	Duration: 3 seconds	Camera Angle: Eye level	Camera Movement: Zooming
					
Script: Tuffnut asks who lets Hiccup into the arena.			Dialog: TUFFNUT: "Oh great. Who let him in?"		
Action: N/A			Other Notes: N/A		


Panel No. 9

Scene No: 1	Shot No: 9	Shot Type:	Duration: 3 seconds	Camera Angle: Eye level	Camera Movement: Panning
					
Script: Gobber announces the reward for the best performer and orders the recruits to start training.. Shot No. 11 (Close up)			Dialog: GOBBER: "Let's get started! The recruit who does best will win the honor of killing his first dragon in front of the entire village."		
Action: N/A			Other Notes: N/A		

Panel No. 10

Scene No: 1	Shot No: 10	Shot Type:	Duration: 3 seconds	Camera Angle: Eye level	Camera Movement: Cut-in
					
Script: Gobber announces the reward for the best performer			Dialog: GOBBER: "Let's get started! The recruit who does best will win the honor of killing his first dragon in front of the entire village."		
Action: N/A			Other Notes: N/A		

Panel No. 11

Scene No: 1	Shot No: 11	Shot Type: Close up	Duration: 3 seconds	Camera Angle: Eye level	Camera Movement: Cut-in
					
Script: Snotlout asks a couple of questions to clarify the issue of rewards.			Dialog: SNOTLOUT: "Hiccup already killed a Night Fury, so does that disqualify him or...?"		
Action: N/A			Other Notes: N/A		

Panel No. 12

Scene No: 1	Shot No: 12	Shot Type: Close-up	Duration: 3 seconds	Camera Angle: Eye level	Camera Movement: Cut-in
					
Script: : Snotlout asks a couple of questions to clarify the issue of rewards.			Dialog: SNOTLOUT: "Hiccup already killed a Night Fury, so does that disqualify him or...?"		
Action: N/A			Other Notes: N/A		


Panel No. 13

Scene No: 1	Shot No: 13	Shot Type: Close up	Duration: 3 seconds	Camera Angle: Eye level	Camera Movement: Panning
					
Script: The recruits LAUGH and chatter in the background.			Dialog: N/A		
Action: N/A			Other Notes: N/A		


Panel No. 14

Scene No: 1	Shot No: 14	Shot Type: Close up	Duration: 3 seconds	Camera Angle: Eye level	Camera Movement: Panning
					
Script: Tuffnut asks a question.			Dialog: TUFFNUT: "Can I transfer to the class with the cool Vikings?"		
Action: N/A			Other Notes: N/A		


Panel No. 15

Scene No: 1	Shot No: 15	Shot Type: Medium shot	Duration: 3 seconds	Camera Angle: Eye level	Camera Movement: Panning
					
Script: Gobber throws a supportive arm around Hiccup and ushers him along.			Dialog: N/A		
Action: N/A			Other Notes: N/A		


Panel No. 16

Scene No: 1	Shot No: 16	Shot Type: Full shot	Duration: 3 seconds	Camera Angle: Eye level	Camera Movement: Panning
					
Script: GOBBER (cheery, in confidence): "Don't worry. You're small and you're weak. That'll make you less of a target. They'll see you as sick or insane and go after the more Viking-like teens instead."			Dialog: N/A		
Action: N/A			Other Notes: N/A		

Panel No. 17

Scene No: 1	Shot No: 17	Shot Type: Full shot	Duration: 3 seconds	Camera Angle: High angle	Camera Movement: Zooming
					
Script: GOBBER sticks him in line with the others and continues on toward five massive reinforced doors.			Dialog: N/A		
Action: N/A			Other Notes: N/A		

Panel No. 18

Scene No: 1	Shot No: 18	Shot Type: Close-up	Duration: 3 seconds	Camera Angle: Eye level	Camera Movement: Panning
					
Script: Terrible ROARS and BELLOWS issue from within.			Dialog: N/A		
Action: N/A			Other Notes: N/A		